



CodeLab II (CCO5000-20)

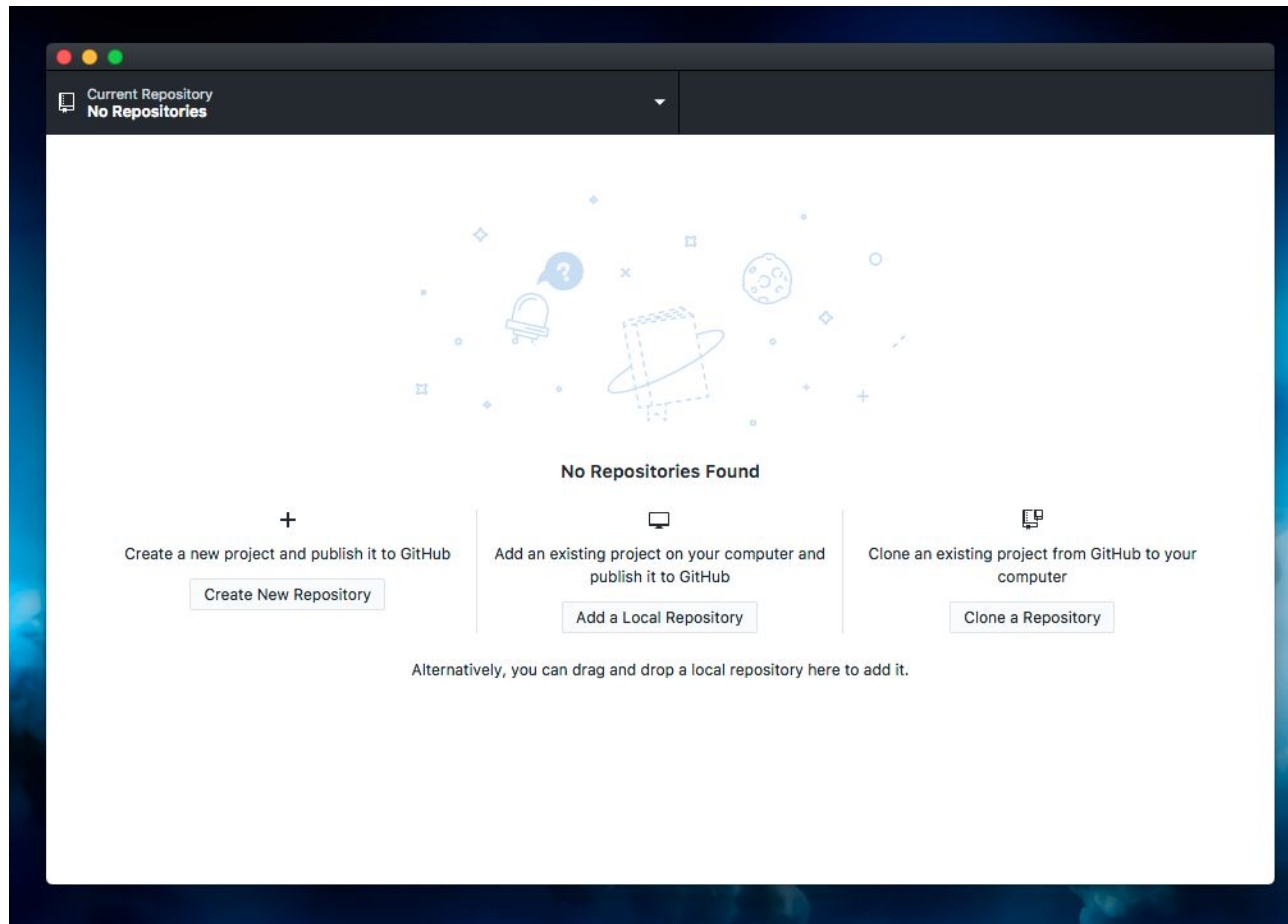
Cloning Option 1 Data Driven App Repository - Xcode

Creative Computing

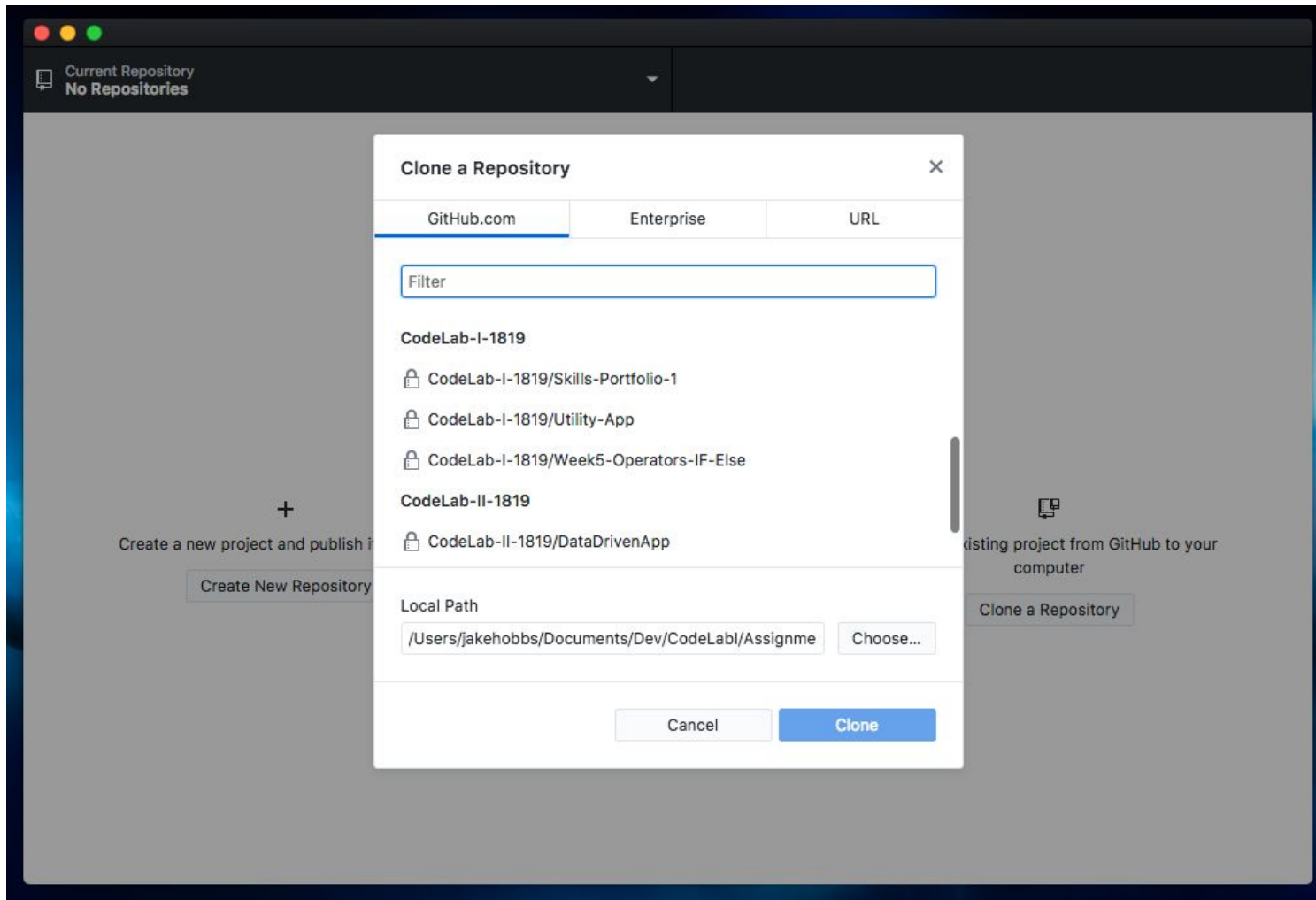
The School of Creative Industries

College of Liberal Arts, Bath Spa University

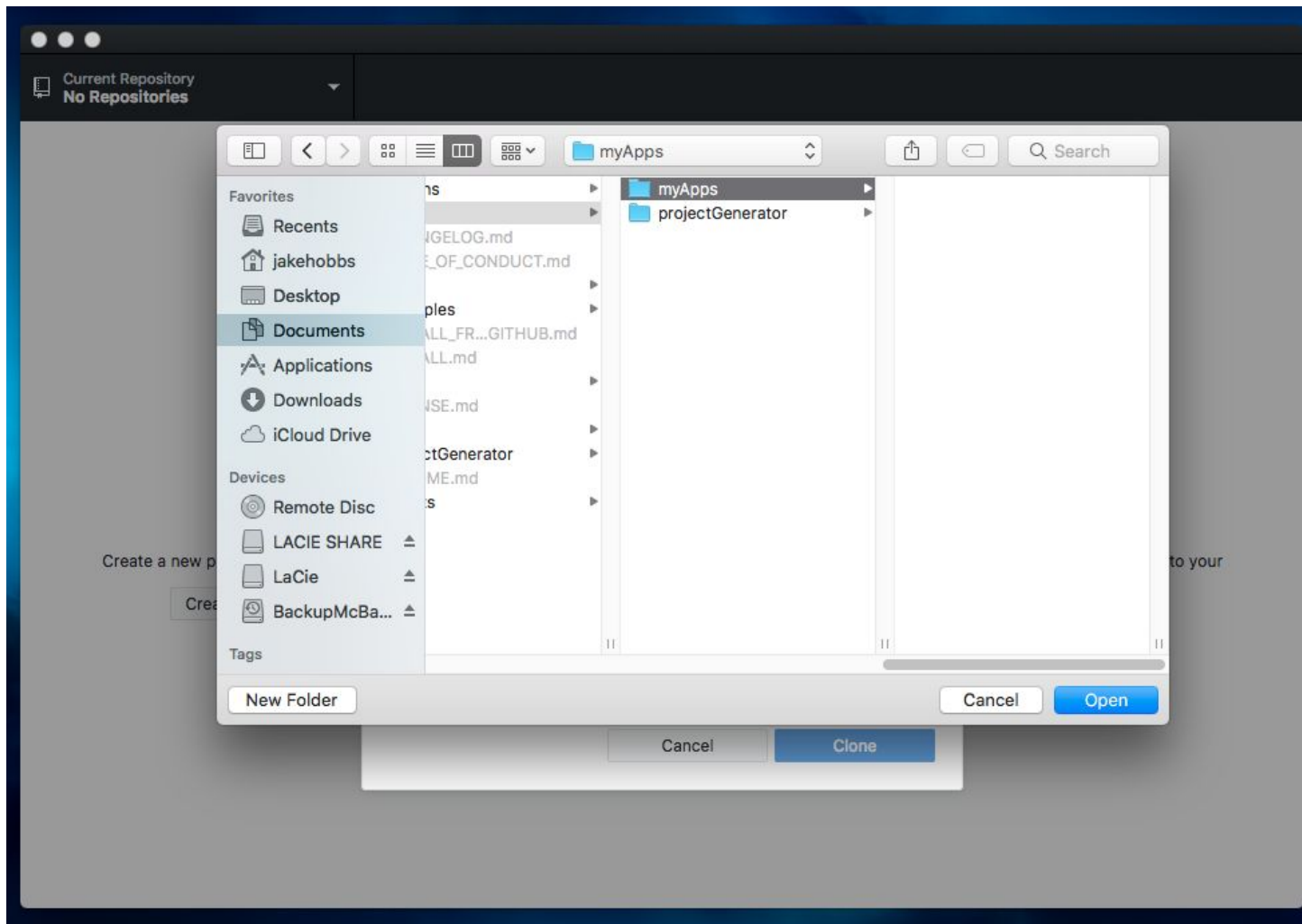
1. Use Github desktop clone your assignment repository to your computer. If you have no existing repositories you can do this by clicking the “Clone a Repository” button on the opening screen. Else simply go “File → Clone Repository”



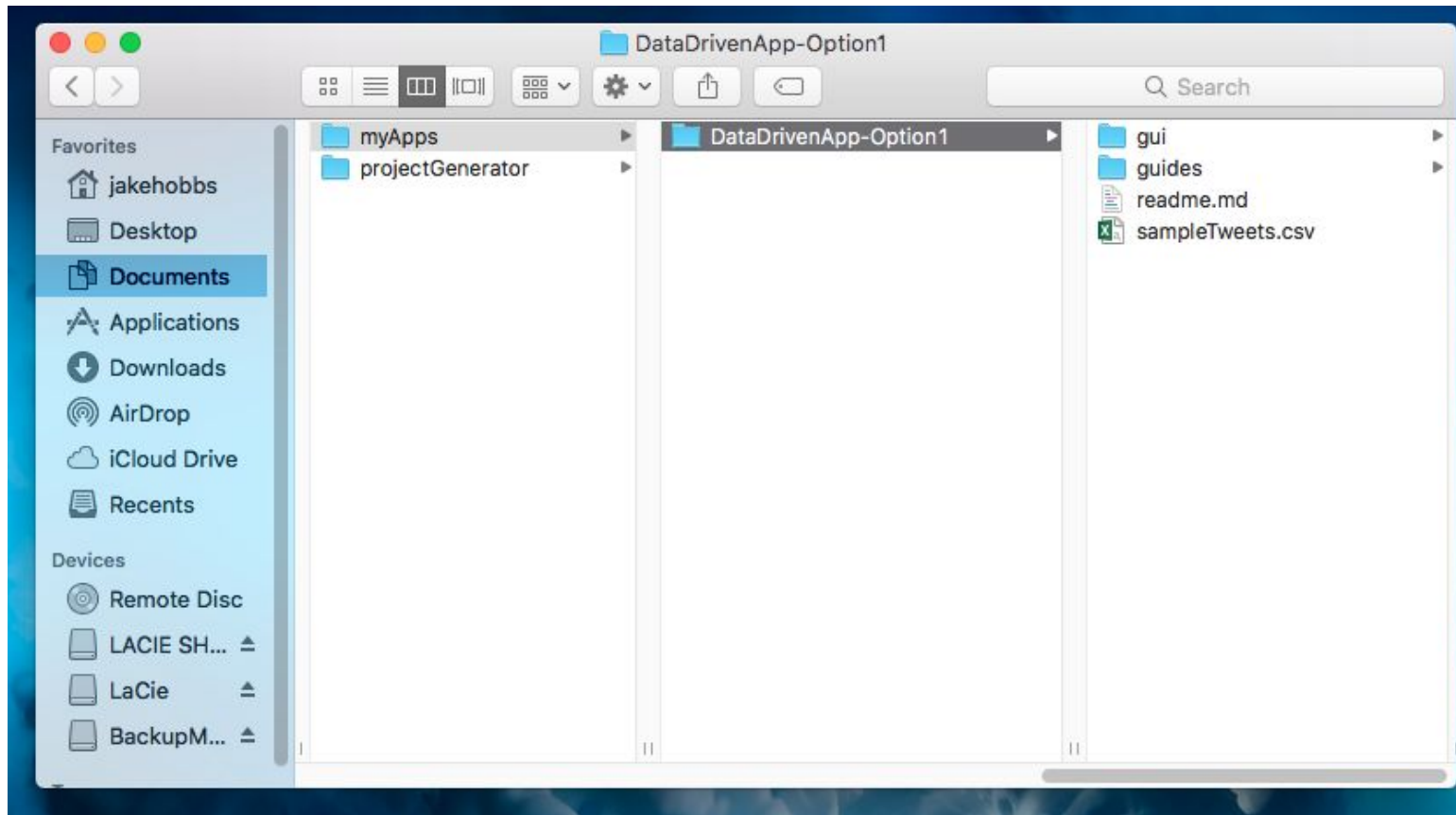
2. You will be presented with a screen similar to the one below. You should look for and select the latest repository from those listed. This will be named something like: *CodeLab-II-1819/DataDrivenApp-Option1-yourgithubusername*



3. Click “Choose...” next to local path and browse to the “myApps” folder of your openFrameworks installation. If you do not have a “myApps” folder, create one. Click “Open” and then “Clone” and this will clone the repository.

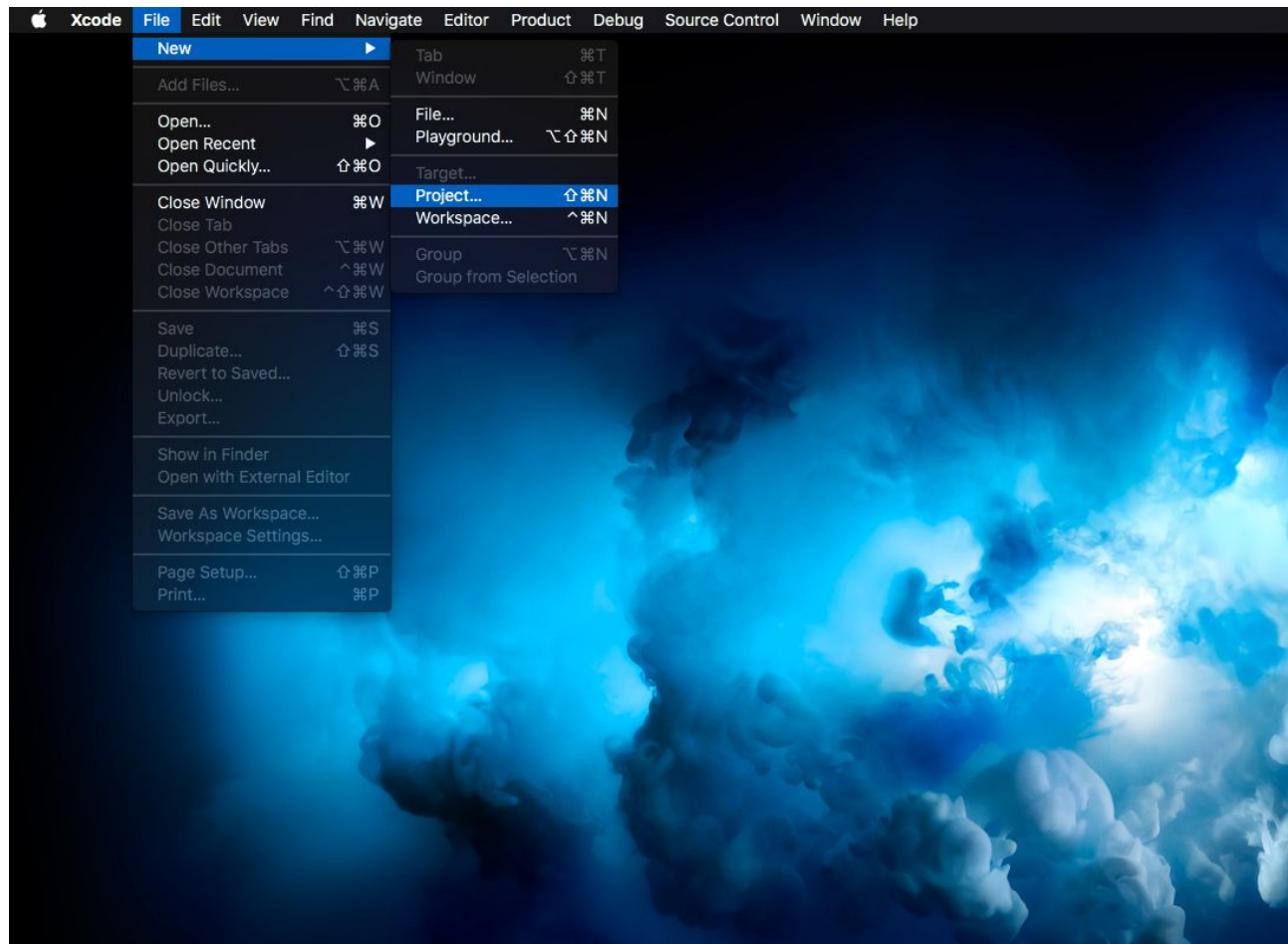


4. You should now have a copy of the repository from Github on your local machine. The image below a cloned repository after downloading to my mac. For the assignment you should create one project for your main console based application and a seperate project for your mock gui. The remaining steps guide you on how to create these projects.

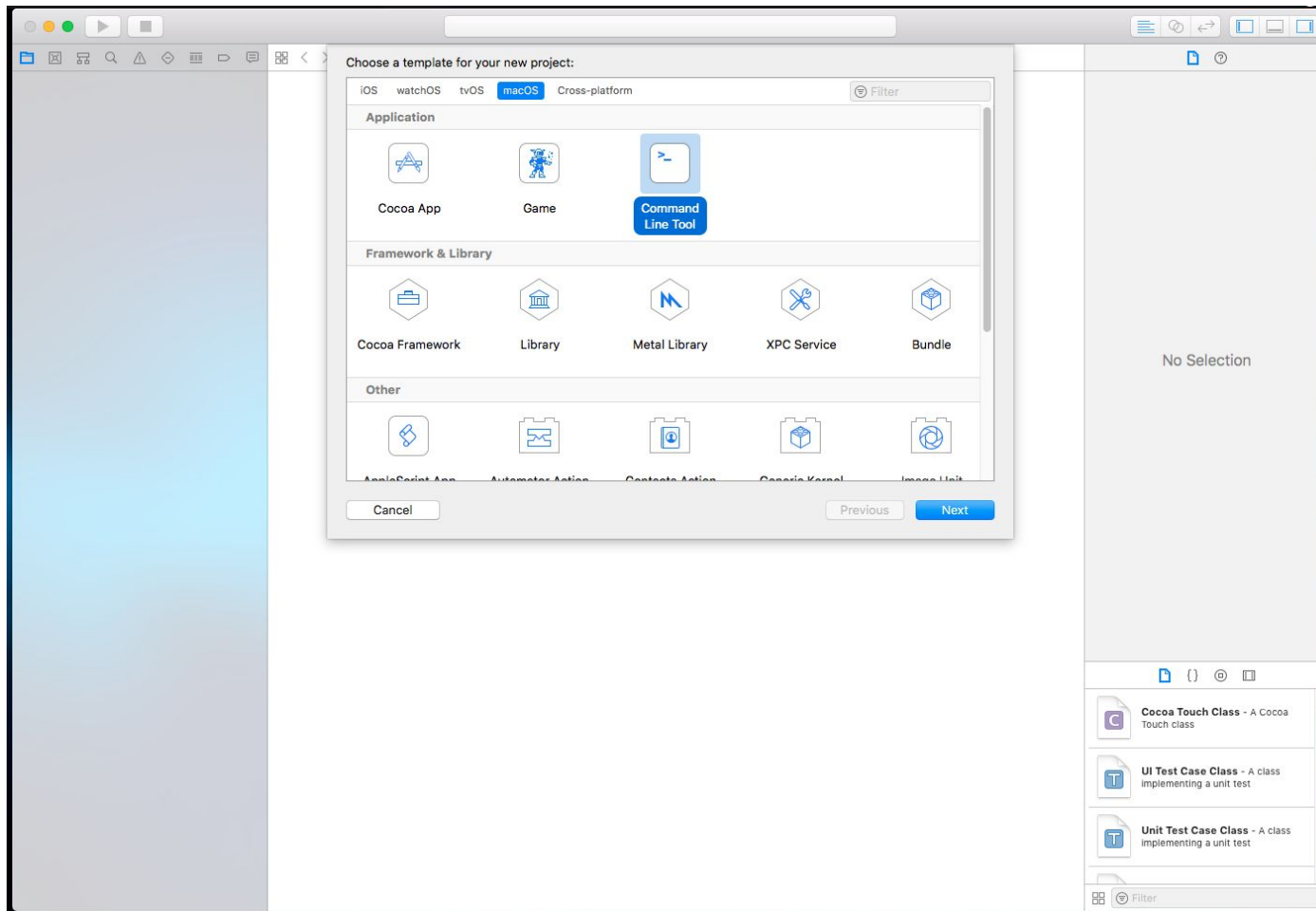


Setting up main console project

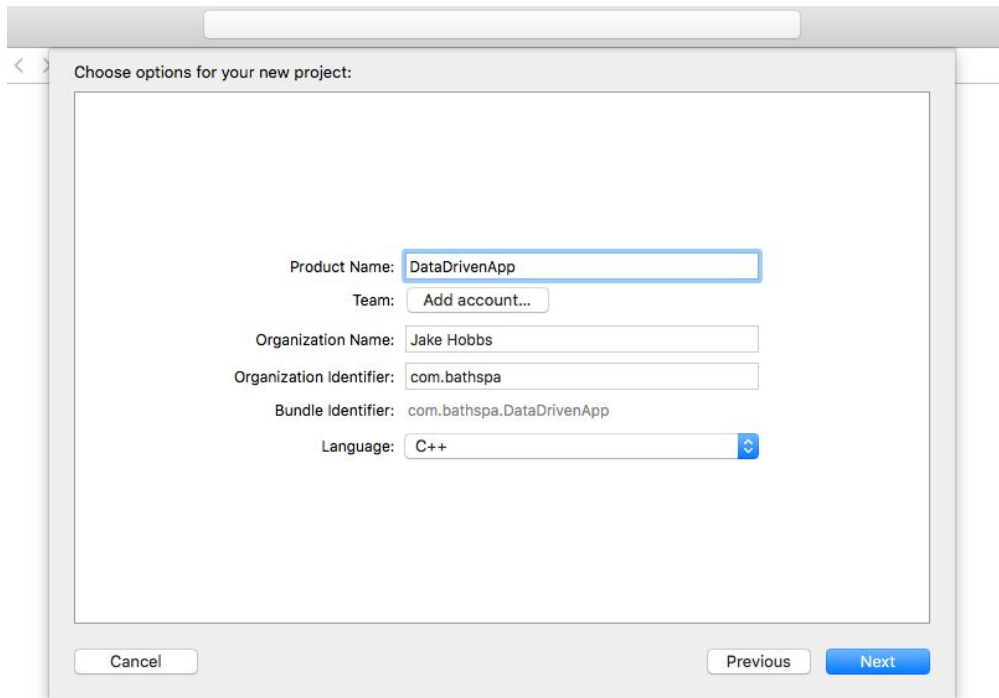
5. In Xcode go to File → New → Project



6. Ensure top tab is on “macOS”, select “*Command Line Tool*” & click “*Next*”



7. Set the options for your project:
 - a. Give the product a name (e.g. "DataDrivenApp")
 - b. Set organisation identifiers (e.g. com.yourname)
 - c. Set language as C++
 - d. Click Next



The screenshot shows a macOS-style dialog box titled "Choose options for your new project:". It contains several input fields and a dropdown menu. The "Product Name" field is highlighted with a blue border and contains the text "DataDrivenApp". The "Team" field has a button labeled "Add account...". The "Organization Name" field contains "Jake Hobbs". The "Organization Identifier" field contains "com.bathspa". The "Bundle Identifier" field contains "com.bathspa.DataDrivenApp". The "Language" dropdown menu is set to "C++". At the bottom of the dialog, there are three buttons: "Cancel", "Previous", and "Next". The "Next" button is highlighted in blue.

Choose options for your new project:

Product Name: DataDrivenApp

Team: Add account...

Organization Name: Jake Hobbs

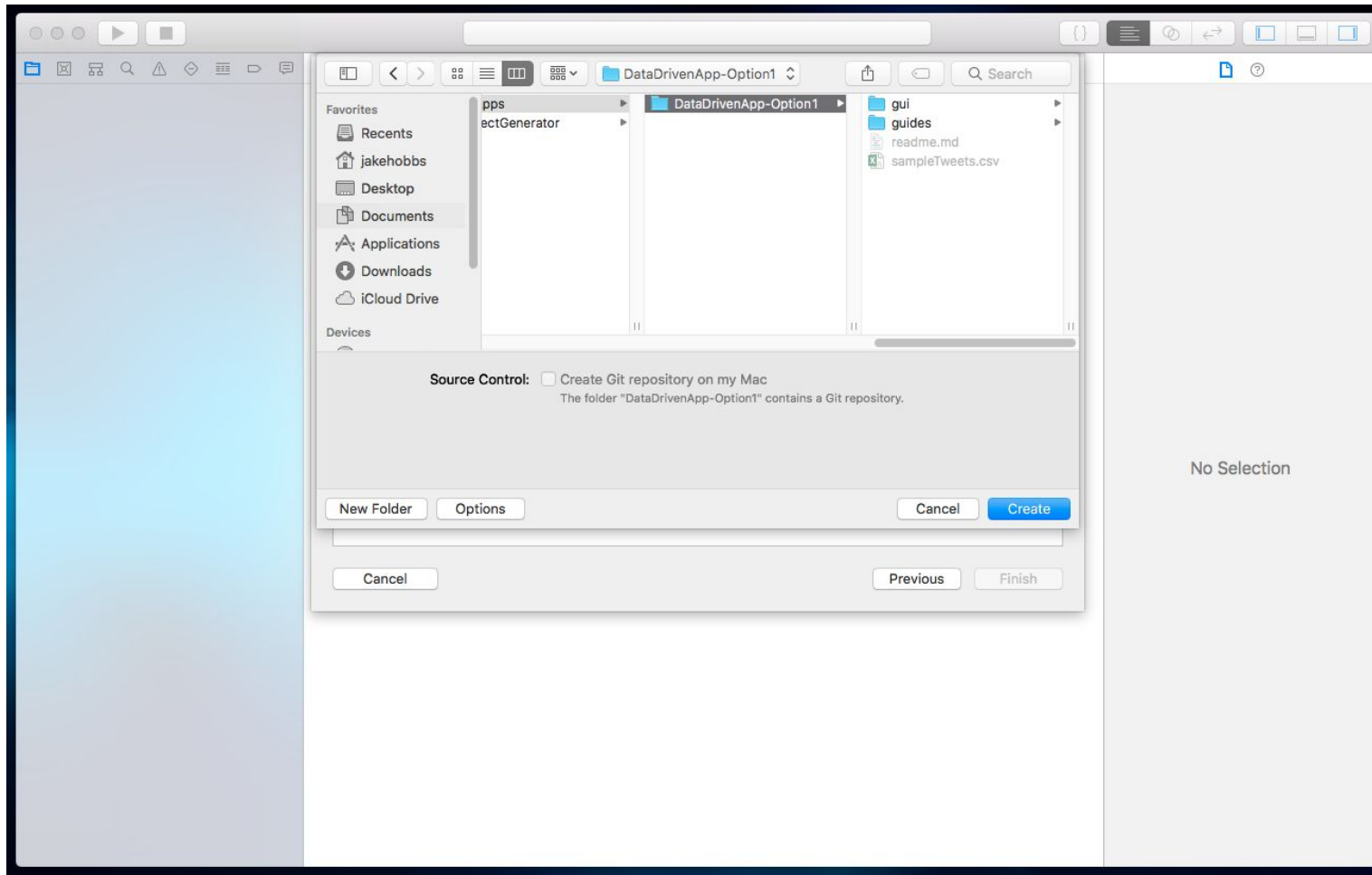
Organization Identifier: com.bathspa

Bundle Identifier: com.bathspa.DataDrivenApp

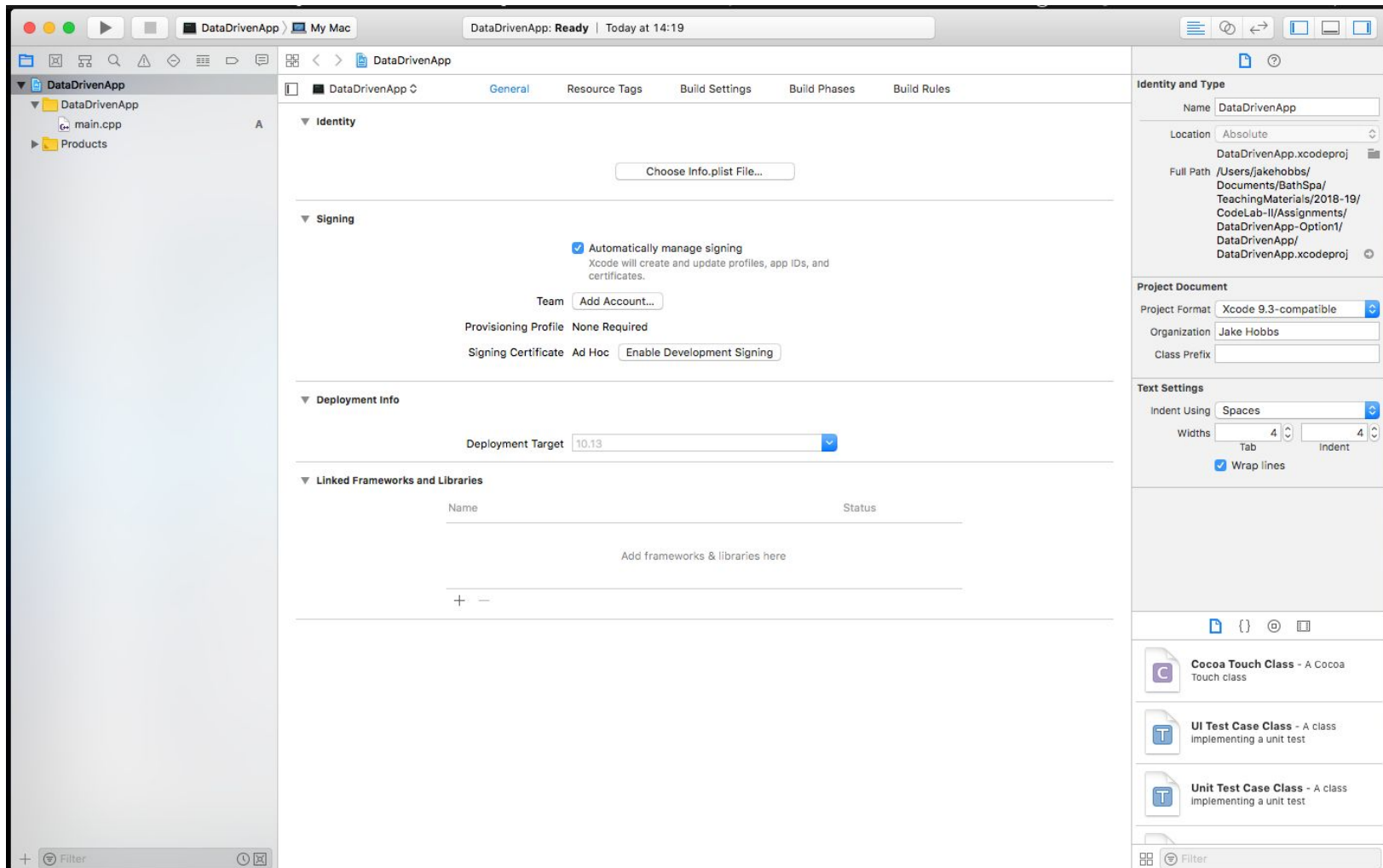
Language: C++

Cancel Previous Next

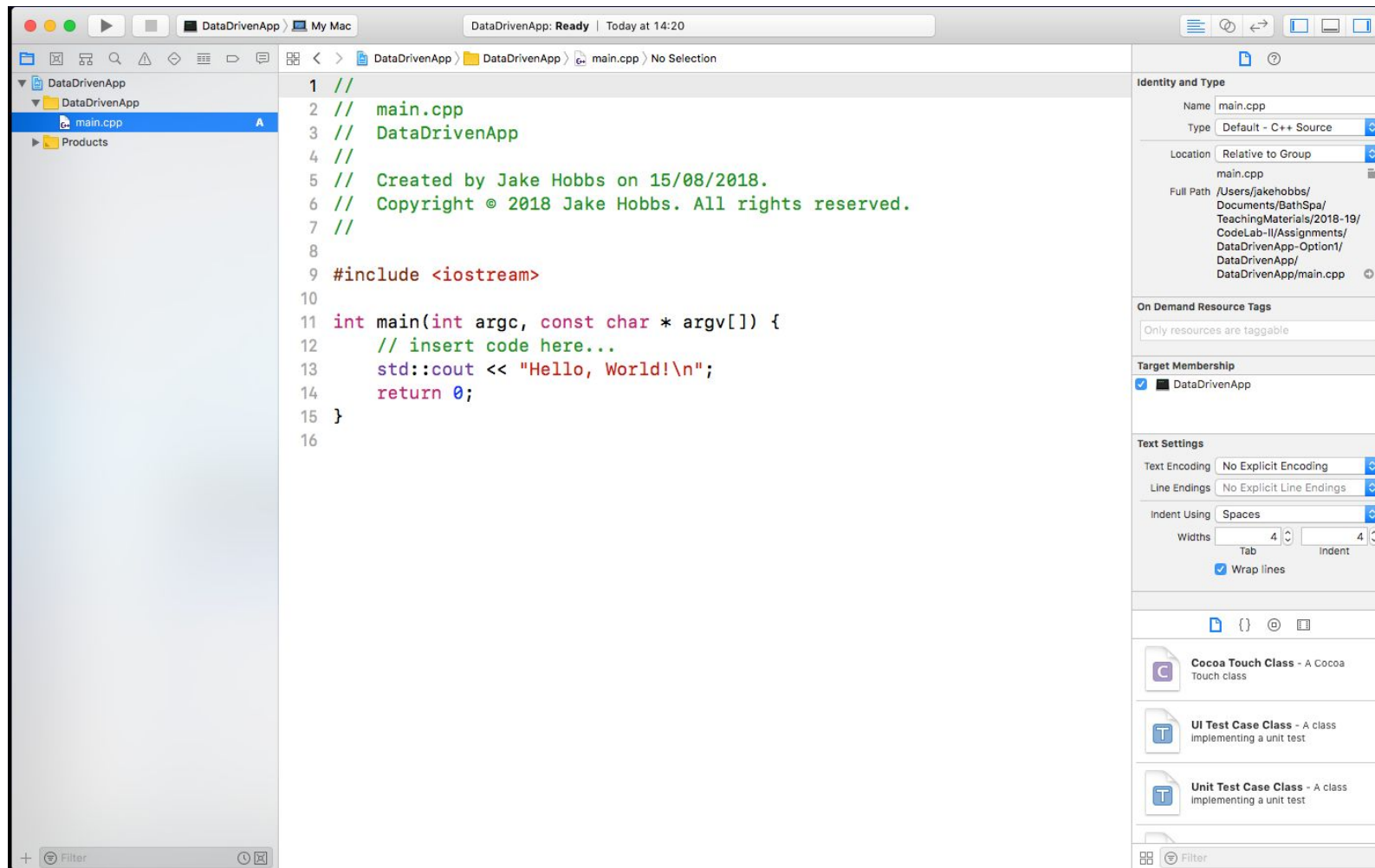
8. Navigate to the location you cloned the repository to in step 3 and click “Create”



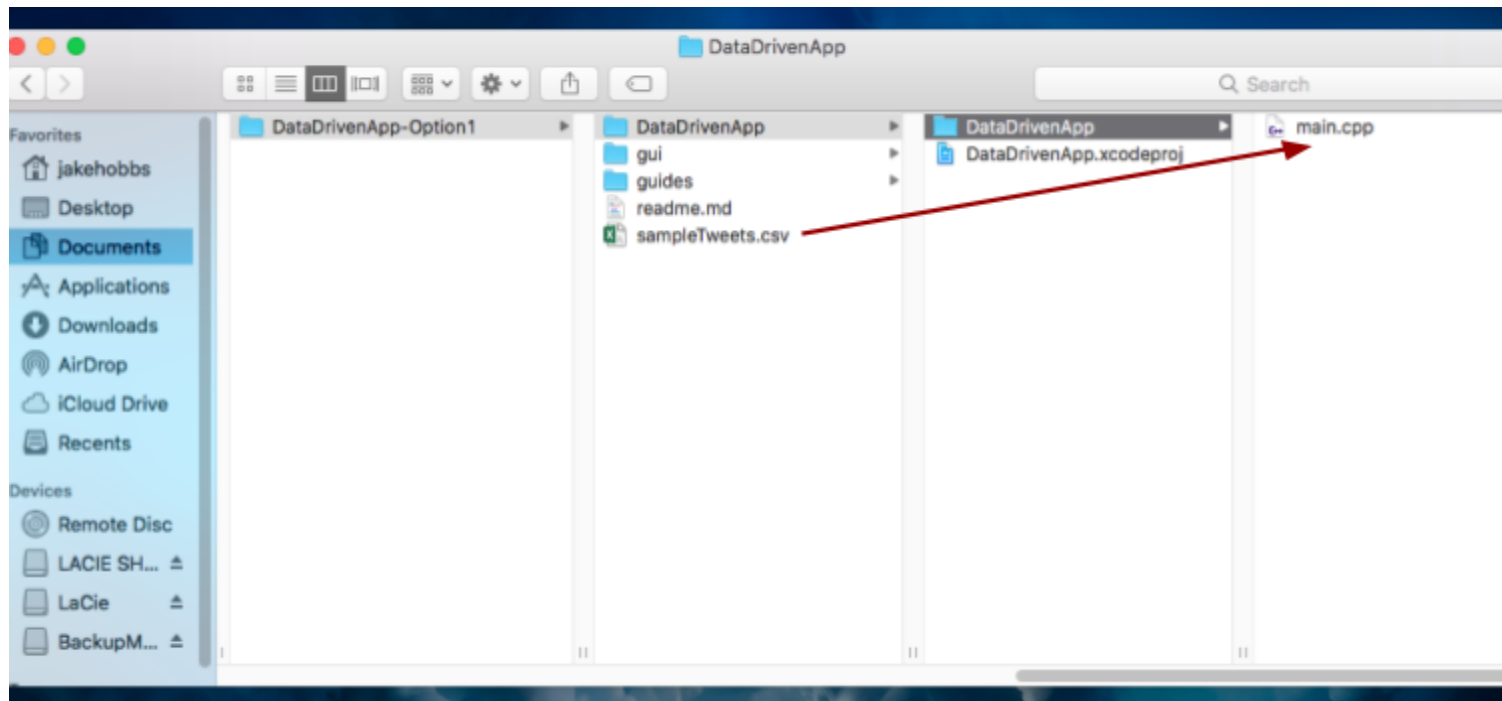
9. You now have an Xcode project to begin coding your solution.



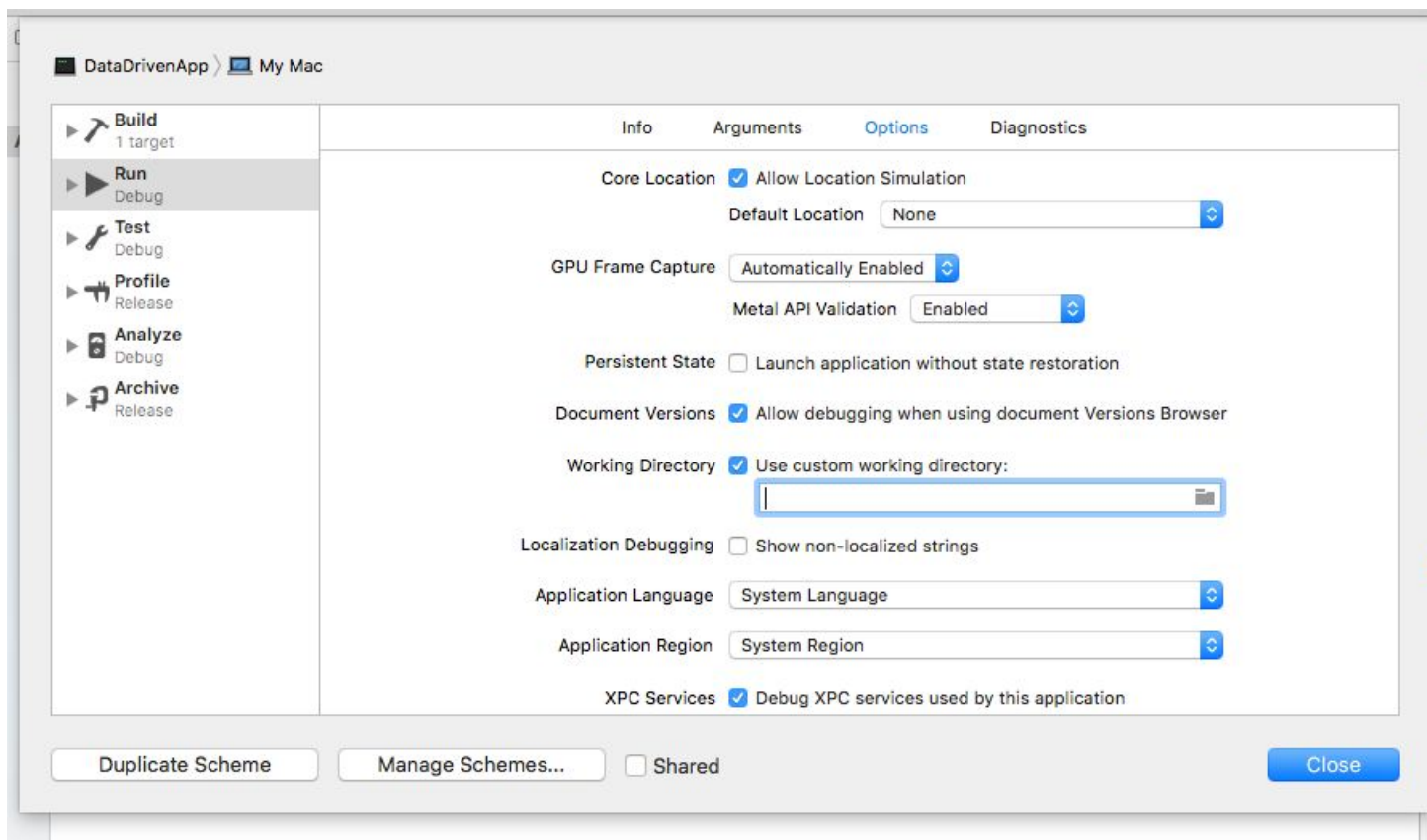
10. Click on “main.cpp” in the left hand toolbar to get started.



11. In finder navigate back to the location where you cloned the repository and move the sampleTweets.csv into the same folder as the main.cpp file of your Xcode project

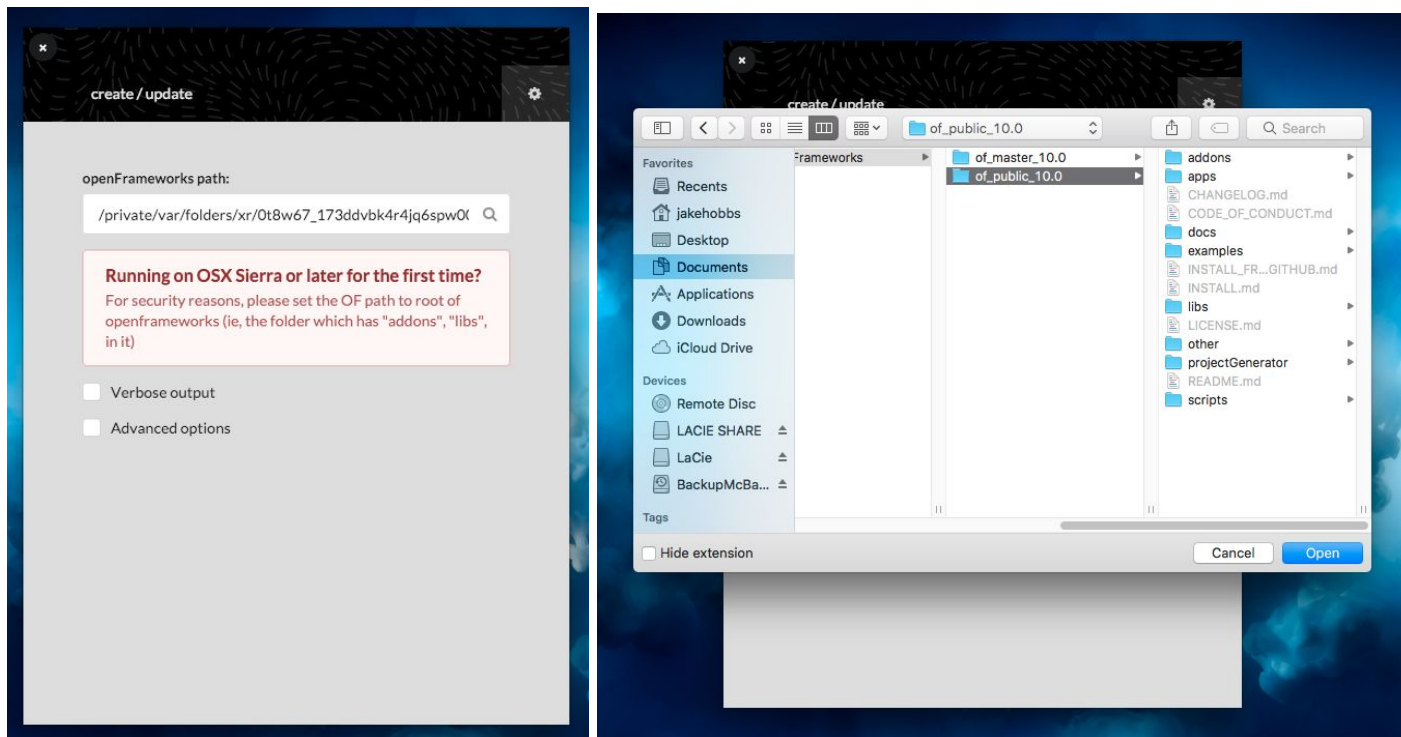


12. Go back into your Xcode project, from the menu toolbar select *Product* → *Scheme* → *Edit Scheme*. With run selected on the left menu select the *Options* tab and click the *Working Directory* checkbox. Select the small folder icon below *Working Directory* and select the folder which contains your main.cpp and sampleTweets.csv file. This will ensure you have access to the tweets file.

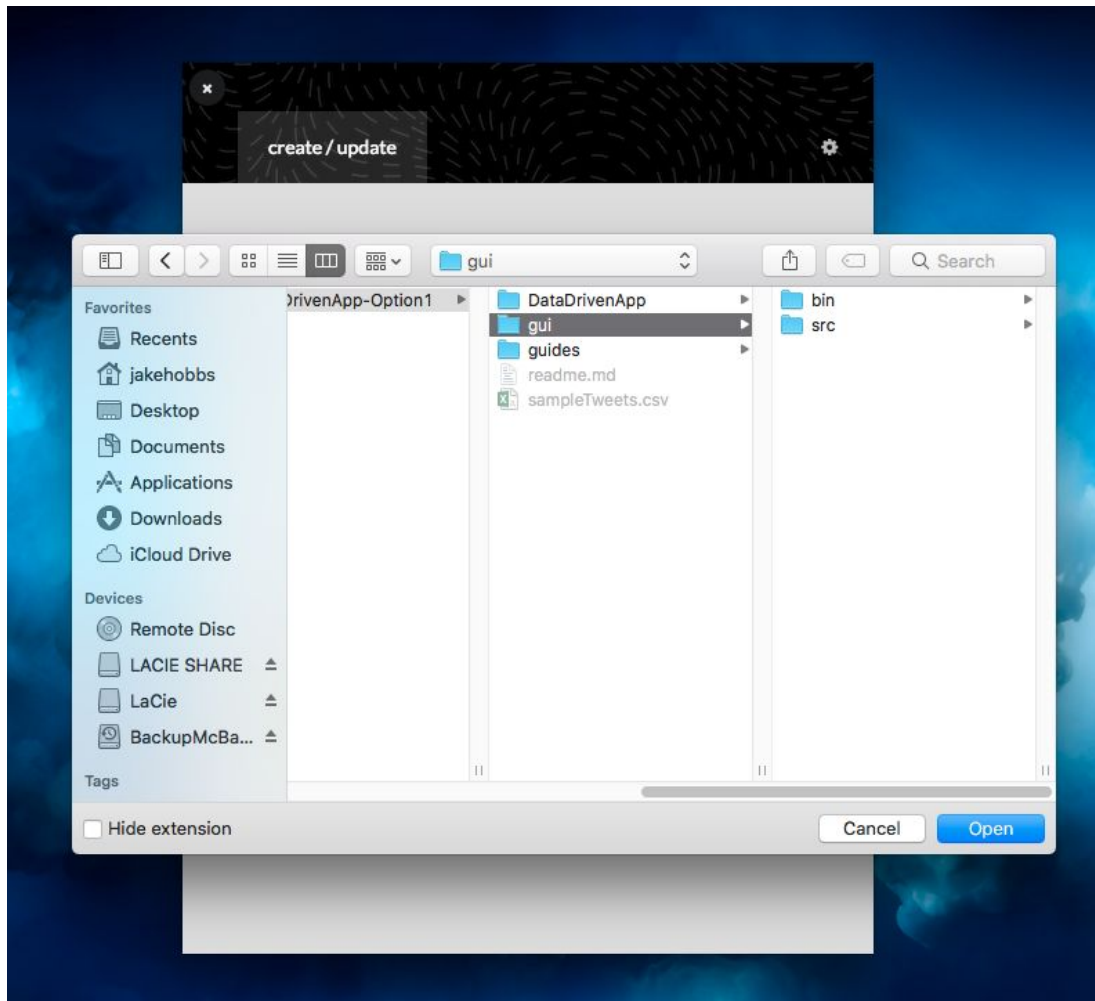


Setting up mock gui project

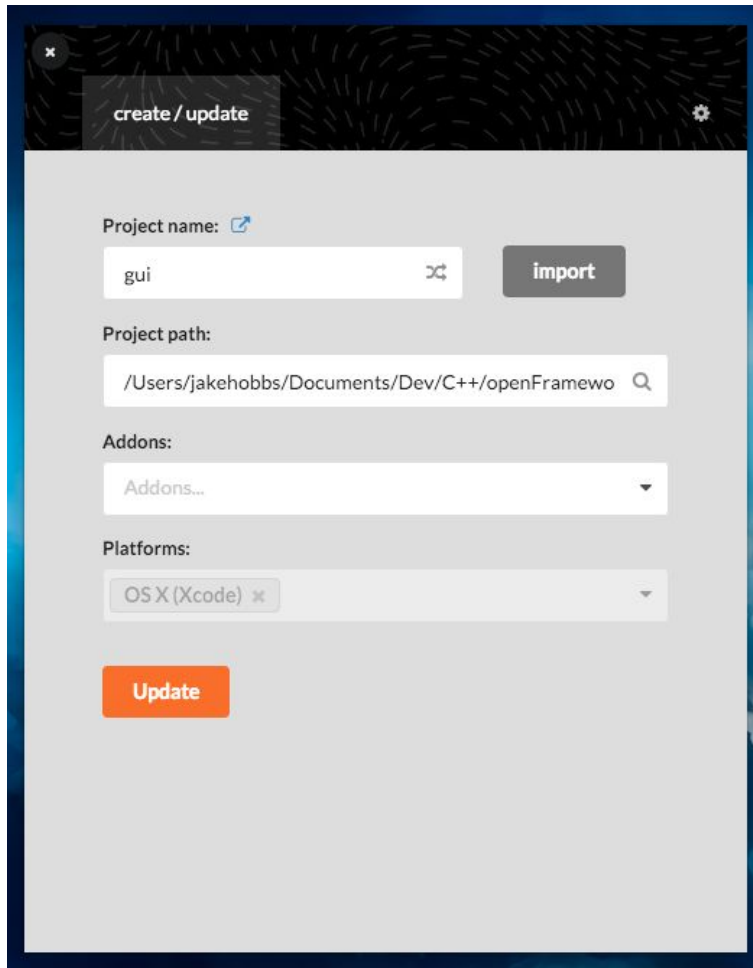
13. The openframeworks project can be created by importing the gui folder in the cloned repository via the project generator. This folder contains template code files for the standard main.cpp, ofApp.cpp and ofApp.h for a openFrameworks project. This can be done by following the remaining steps
14. If asked set the root path of your openFramworks installation in the project generator.



15. On the “Create/Update” tab select “Import” and locate the “gui” folder included in the repository. Select this folder and click “Open”.



16. Click “Update”

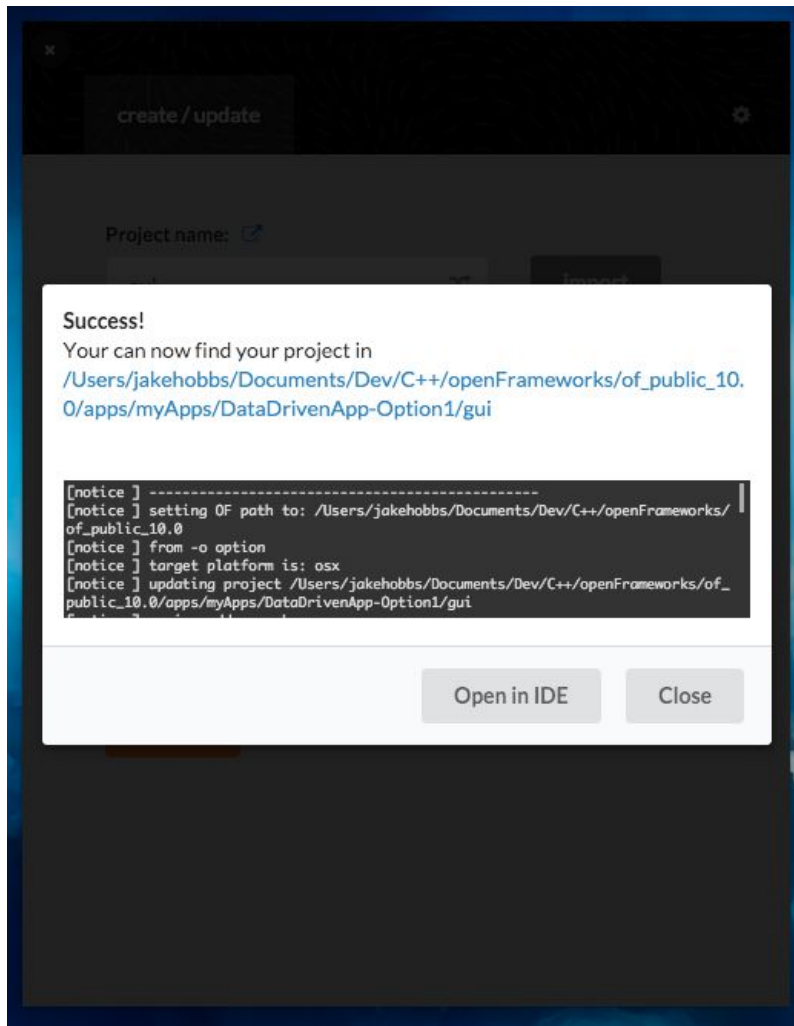


The image shows a 'create / update' dialog box with a dark header bar containing a close button (x) and a settings gear icon. The main content area is light gray and contains the following fields:

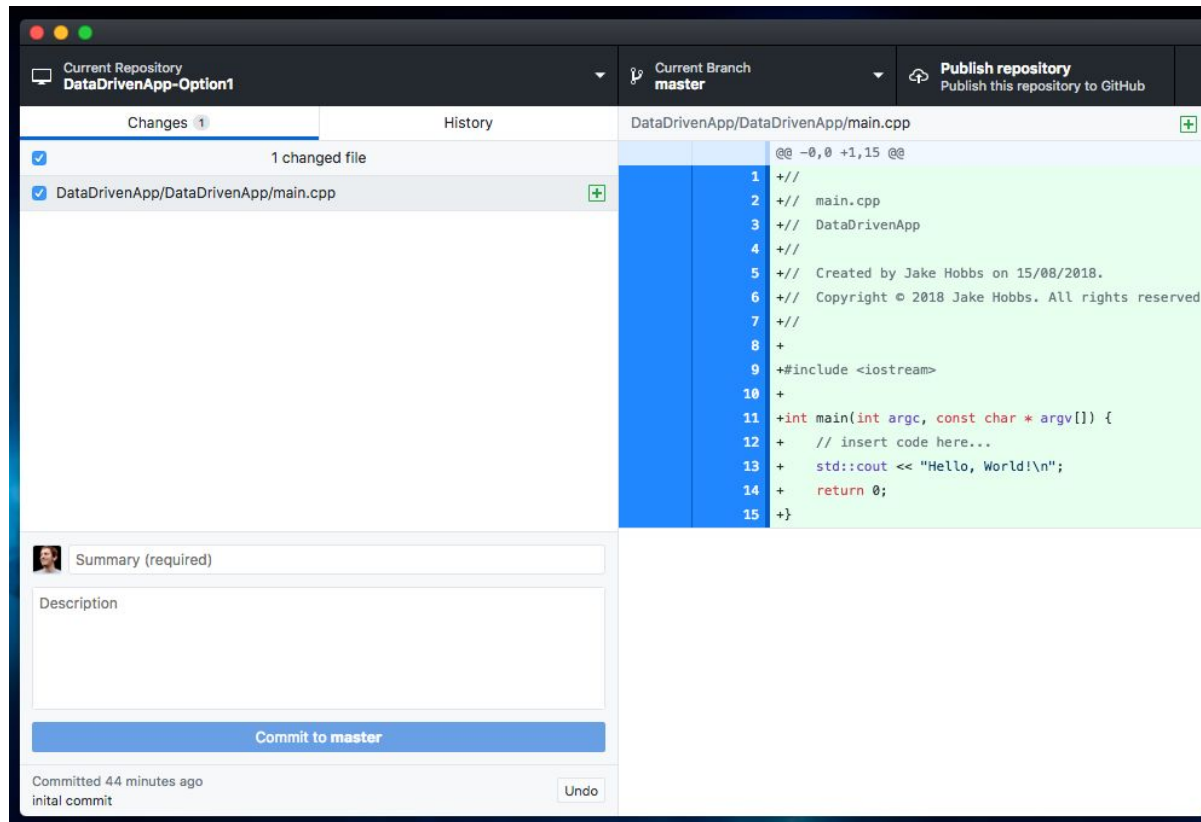
- Project name:** A text input field containing 'gui' with a swap icon (two arrows) to its right. An 'import' button is located to the right of the input field.
- Project path:** A text input field containing '/Users/jakehobbs/Documents/Dev/C++/openFramewo' with a search icon (magnifying glass) to its right.
- Addons:** A dropdown menu with 'Addons...' selected.
- Platforms:** A dropdown menu with 'OS X (Xcode)' selected.

An orange 'Update' button is located at the bottom left of the dialog box.

17. Click “Open in IDE”



18. Your project is now ready to go. Github Desktop will keep track of your changes in your console project and the openFrameworks gui project. You should regularly make commits to ensure you can fall back to previous versions if things go wrong. You should also push your commits back up to your Github repository often, this will make sure you have a backup of your work.



19. When you are happy with your final solution make sure you make one final commit and push to your Github repository. Only code submitted to your assignment repository will be marked.